

GAME BOY ADVANCE

AGB-A9GE-USA-1

STADIUM GAMES

INSTRUCTION BOOKLET



IGNITION
entertainment

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



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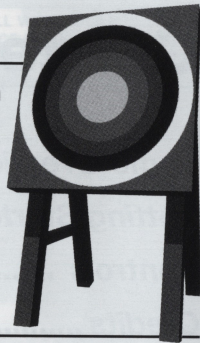
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Game Overview

Participate in six different events including: clay pigeon shooting, archery, javelin, football kick, pole vault and hammer. Take part in the full tournament or in single event practice mode. Play against a friend in the tournament mode to prove who has what it takes to claim first place.



Getting Started

1. Make sure the POWER switch is in the OFF position.
2. Insert the Stadium Games Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
3. Turn the POWER switch ON. An intro sequence will begin automatically.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

Controls

Menus

To navigate the menus use the + Control Pad to highlight the option and press the A Button to select that option. Pressing the B Button will take you back to the previous menu.

During the game press START to access the Pause Menu. Press the A Button to resume the game or the B Button to quit.

Shooting

The clays are fired in pairs, one after the other. Hitting the first clay will give 250 points. Hitting the second after successfully hitting the first will give 1000 points. Guide the aiming crosshairs using the + Control Pad and press the A Button to fire.



Archery

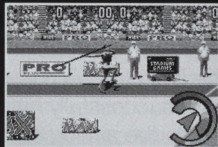
The archer gets ten arrows to fire at the target. The score for each successful arrow shot is based on where the arrow lands on the target.

Use the blue bar on the panel to control the bow string tension. The optimal amount of force is around 175 pounds per square inch. Press the A Button to do this. Use the second bar to guide the arrow shot. Stopping the bar in the middle is best. Press the A Button to do this.

Javelin

The thrower gets three attempts to get the best throw distance possible. Points are awarded for distance.

Use the blue bar to set the running speed of the thrower. Full speed is best. Press the A Button to do this. Use the second bar to aim the javelin inside the guide lines. Stopping the bar at the arrow is best. Press the A Button to do this.



Football Kick

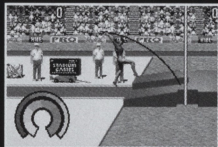
The kicker has ten attempts at goal. Points are awarded for accuracy.

Use the blue bar to give power to the kick. The middle of the bar is best. Press the A Button to do this. Use the second bar to aim the kick. The middle of the bar is best. Press the A Button to do this.

Pole Vault

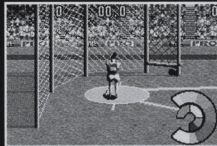
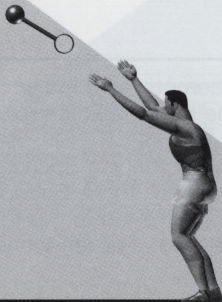
The vaulter has three attempts at the bar height. Points are awarded for the height and finesse of the jump.

Use the blue bar to set the running speed of the vaulter. Full speed is best. Press the A Button to do this. Use the second bar to give tension to the pole and therefore height to the vault. Full tension is best. Press the A Button to do this.



Hammer Throw

The thrower has three attempts to get the best throw distance possible. Points are awarded for distance. Use the large bar to set the rotation speed of the thrower. Full speed is best. Press the A Button to do this. Use the second bar to aim the hammer inside the guide lines. Within the yellow area is best. Press the A Button to do this.



Credits

IGNITION:

| | |
|------------------------------------|---|
| President | Ellen Fuog |
| Product Development Director | Ken Gratz |
| Producer | Steve Marsden |
| Lead Programmer | Chris Canning-Jones |
| Programming | Dave Cooke and Martin McKenzie |
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| Artists | Ian Watson, Rudi Will, Corrado Trani and Dominic Morris |
| Packaging, Manuals and Layout..... | Kelly-ann Styles |
| Front Cover Design | Echo4 |
| Development Manager..... | Jim Philpot |
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Warranty

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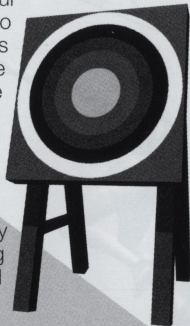
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PRINTED IN JAPAN